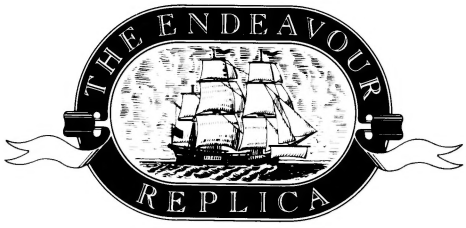


COOK'S ENDEAVOUR

A step-by-step Quick-Start guide to the BBC Version

Even if you're impatient and keen to get started, please make a working copy of your master disc first and put the original in a safe place.

- After the Title and Credit screens, you can enter **Y** and press **RETURN** if you want to see the background information. Otherwise, enter **N**.

Hint: Pressing the space bar before "Botany Bay" starts playing ,will take you ... quietly into the credit screen.

- Now, enter a new crew name by pressing one of the **arrow** keys until you have highlighted a row. (When it's highlighted, it's red). Then, press **RETURN**. Enter your crew name and press **RETURN** again.

Hint: Going into Port is not always easy as Cook found out try approaching from another direction.

- The *Port Screen* will appear showing the date at the top of the screen. After a few seconds, you'll be asked 'How many days in port'? Enter **10** and press **RETURN**. (If you don't want to stay, just press **RETURN** to choose the highlighted option 'Set a course'. This loads the *Navigation Screen* and you can set sail).

  If you're staying in port, you'll now have some time to make preparations. Where will you head? A good first stop is Madeira. To find it's position, check the 'Port Information' screen. Press the down arrow key once to highlight 'Port Information' and then press **RETURN**. Select 'Madeira' using the arrow keys and press **RETURN**.

  Note it's position, read the message then press **SPACE**.Press **ESCAPE** to return to the *Port Screen*..

  The first time you set sail, your ship should be fully supplied and in good condition so you don't really need to check each of the report options. But, you can if you want to. To choose any option, highlight it using the arrow keys and press **RETURN**.

Hint: If the message 'How many days in port?, appears again, enter the number of days you want to remain in port to check on supplies, crews ,etc.

- When you're ready to set sail, choose 'Set a course' and then **RETURN**.

- Press the left arrow key several times to point the compass 'South' and press the up arrow key twice to sail for two days. As you "look around the horizon" in various directions you may see land, sea or coast. Press **RETURN**.

Hint : Before a long voyage don't forget to check your ration intervals.

- After two days, you are automatically returned to the *Navigation Screen* and you have to set a new course.This time, set **SW** for **7** days and press **RETURN**.

- Now, sail **SSW** for **3** days. By now, depending on the currents and the winds, you should be near your destination. Check your position and then head for port.

Note: You may get some messages or have to make some decisions while you are sailing. Follow the instructions on the screen.

- Stay **20** days here. You'll need to take on fresh supplies. Choose 'Supplies' and then press **RETURN**. Now, press the down arrow key until you highlight 'Water'. Enter **9000** and then press **RETURN**. Take on board any other rations you think you might need. When you've finished, press **ESCAPE**.

Hint: Don't forget to take account of the rate of decay of your supplies. In particular you may need to reduce some of your remaining supplies when you put into a port so that you new supplies aren't "contaminated" proportionally by those remaining.

- Try heading for Rio. Check it's latitude and longitude and then choose 'Set a course'.
  Now, you're on your own ... Good luck and remember, you'll find much more helpful information in the *Resource Kit*..

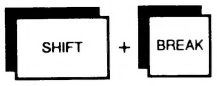
- If you want to save your current position, press **F8** and then press the **SPACE** bar. You can then continue or you can press **F9** to quit.

Hint: At the Botany Bay activity ,all reefs and sandbars are shown when you ask for the "birds eye view" ; however they will only appear as you approach them if you select the non birds eye option. When the ship is safely anchored, the ship report and seamanship rating are now incorporated on the final report.

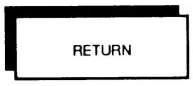
You might want to go to Rio and Tahiti after you complete your activities to check the state of your ship and your supply levels.

Important Keys

Some keys are very important when you are using *Cook's Endeavour*. Here's a guide to help you locate them on the keyboard.

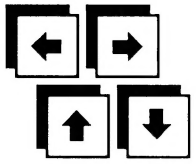


Use the SHIFT key and the BREAK key to get started. After that, make sure you don't touch the BREAK key.

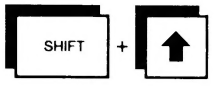


Use the RETURN Key to make selections from menus, to enter any values after you type them, or to select anything you've highlighted using the arrow keys.

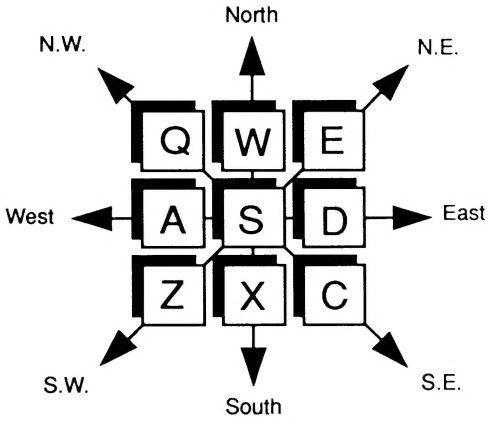
Use the ESCAPE key to exit from a sub-option (e.g. viewing the Port Information) to the previous screen. Sometimes, pressing ESCAPE, cancels any choices just made.



Use the ARROW keys to highlight menu options or options in a list. You also use the ARROW keys in the *Navigation Screen* to choose the number of days to sail for and the direction.



Use the SHIFT key with the ⬆ arrow key to choose 10 days at a time in the *Navigation Screen*. (Pressing SHIFT in conjunction with the ⬇ arrow key reduces sailing time by 10 days.)



These are the SAILING keys. Each represents a different direction in which you can sail the ship. Use them in the following activities:

- The Longitude Puzzle
- Botany Bay
- The Great Barrier Reef

Using Cook's Endeavour on a network:

1. You must be a System User to install Cook's Endeavour on your hard disk. Make sure your have enough room to store the program, and then type

CHAIN "NETINST"

and answer the prompts that follow.

2. To run the program, students simply type

* I AM COOK

Note that other users may get a BREAK from the program at the wrong time. A message saying "Trying to open a datafile..." may appear. If it stays, then you should *DELETE every file in the catalog $.COOK.D, before restarting.